Subject: Re: Bug with custom HUD icons
Posted by Dreganius on Thu, 19 Mar 2009 12:05:48 GMT
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YazooGang wrote on Thu, 19 March 2009 11:23TruYuri wrote on Wed, 18 March 2009
15:15YazooGang wrote on Wed, 18 March 2009 13:14Saberhawk wrote on Fri, 20 February 2009
15:09Zack wrote on Fri, 20 February 2009 16:04Somewhat related, and I don't mean to hi-jack
your thread, but is it possible to have custom hud.ini's stored *inside* a .mix/.pkg map? =/

No.
I'm not against Saberhawk, but Reborn has their hud.ini in always.dat.

Okay? What exactly does that have to do with it?
Man, reread the posts, then post. You just made a failure post. Thanks!
That itself was a failure post..

Reborn is a Standalone game, and therefore NOT a .pkg...
It uses its own always.dat file, etc, etc. Think of a .pkg as an add-on to Renegade, and Reborn as
another game that simply uses Renegade's engine.